Dragon Ball Arcana Supplement

*for **Dragon Ball in a Homebrew 5e D&D Inspired Setting***
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1. What Magic is in the DBZ-verse

Magic is separate from ki or psi, but where psi is strong enough for supers to exist there will also be magic. There are **nine primary schools of magic** for supers who are capable of using magic: **Divine**, **Evocation**, **Cosmic**, **Transmutation**, **Arcana**, **Shadow**, **Faerie**, **Enchantment**, and **Illusion**. Most spell effects belong either to one of these schools or come from a combination of two or more types of magic. More sophisticated forms of magic rely on a reality warping field that is not a natural part of the universe, but more like a technology of the gods (like the Weave in Forgotten Realms). Mortal magic users can learn to cast spells by channeling from a higher power that is able to interface with this field, but supers who use magic can tap into this reality warping field directly by themselves. This is a fan-made homebrew 5e D&D manual, and the way magic works is similar to 5e D&D. My manual is not a commercial work and is meant to be used along with the 5e Player's Handbook or other official rulebooks. Also, all rights to Dragon Ball belong to its creators.

This manual includes one new class for supers – the **Arcane Mystic**. Members of this class combine ki with magic to make them extremely versatile as well as powerful. In addition, chapter 4 lists a bunch of new feats and techniques. These feats and techniques are not listed in the main manual because they are arcana related, epic level, or just because I couldn't fit them in without messing up the formatting!

2. Arcane Mystic

Arcane Mystics are supers with a magical lineage or who otherwised aquired the ability to use magic as well as ki. Specializing in magic means they may not be as mighty as Z Fighters nor as pure and adept at healing and holy magic as Sages or Healers, but they are still effective warriors who tend to be far more resourceful than other types of supers. Depending on what types of magic they pursue, they have many options available to help them in combat or to assist their party while adventuring. Compared to Z Fighters, Arcane Mystics do not get the **Martial Arts I/II/III** or **Conditioning I/II/III/IV** feats. They do 1.5x damage with ki blasts and elemental magic, and they also have fewer hit points per level than Z Fighters but more qp/mp. Otherwise, they get the same basic abilities described under **Z Fighter** in Chapter 4 of the main manual.

Hit points: 16 + con per level

Super Qi Points: you get 12 + cha + wis qp per level, and your qp can be treated interchangeably as both super qi points and magic points (mp).

3 + int skills at level 1: acrobatics (dexterity), athletics (strength), knowledge: metaphysics (intelligence), insight (wisdom), concentration (wisdom), perception (wisdom), alchemy (intelligence), persuasion (charisma), and deception (charisma). Arcane Mystics get the **arcana (*intelligence*) skill** automatically at level 1.

Generalist: Arcane Mystics study how to use both ki and magic. They multiply their damage with both ki blasts and elemental magic spells by 1.5x. This is different from Z Fighters who multiply damage with ki blasts only by 2x or from Sages and Healers who multiply damage with elemental spells only by 2x.

Arcana Skill and Spellcasting: Members of the Arcane Mystic class get proficiency with the **arcana skill** automatically at level 1. It is required to learn any of the magic school feats listed below, not including elemental magic. The main use of it is to identify spells as they are being cast or to identify spell effects from magical auras. Identifying a spell from a level I spell school feat has a DC of 12; the DC is 15 for level II spell school feats and 18 for level III spell school feats. Identifying a spell effect from an aura attached to an item, living creature, or anything else with an active magical effect requires a similar DC. The DC is +5 if you don't know any of the related spell school feats; you get +3 to your check if you have the related level II spell school feat or +6 if you have the level III feat. Identifying a spell in combat is automatic but you might take a penalty if you are fighting someone else or if the caster is far away or concealed somehow.

Due to their training to learn to use magic for combat, Arcane Mystics automatically get the spell school feat **Evocation I** at level 1, they learn **magic telekinesis** at level 2, and they get the **shield power** at level 3 for free without it costing an upgrade slot.

Cunning Warrior: Arcane Mystics are not always tricksters, but they tend to be better at being crafty and out-thinking their opponents since that is how they fight – they don't rely purely on might like the Z Fighter, and they don't rely on holiness and devotion like Sages and Healers. They can use a deception check to gain a +3 bonus on an attack against an opponent (roll deception against perception). You must describe how you are attempting to trick your opponent, and using a deception roll to feint has a 2d4 round cooldown. Your foe(s) gets a +5 to their perception check after the first time you use deception like this during an encounter, or +10 if you attempt to re-use the same trick.

Improved Homing Attack: You can spend +1 qp per dice to add your intelligence modifier (int) to attack rolls with ki blasts, elemental attacks, and magical or telekinetic projectiles. This is similar to **Homing Ki Blast** from page 50 of the main manual; you can learn that technique separately, but you can't add both your int and wis+cha to an attack with a ki blast. You can use improved homing attack to feint with a ki blast and get a bonus to attack using your deception skill (see above).

Split Ki Blast: After or while launching an orb shaped ki blast, you can split it into multiple weaker blasts that can target the same foe or multiple foes. These projectiles can benefit from **improved homing attack** (see below) if you use it on the main blast.

Your base ki dice before any bonus dice you get from transformations determine how many blasts you can split from the main one. For instance, if your maximum ki dice is 8d6 and you use an action to charge a blast with 8 ki dice, then you can split that blast into up to 8 individual weaker blasts that can target separate foes. Each blast takes a penalty to attack equal to *-1 * (total number of ki blasts)*.

If using **deception** with **split ki blast** to split a blast at the last second (see **cunning warrior** above), you get a +5 to your deception check.

Super ki blast volley is stronger than this ability but can't be used to attack multiple foes that are very far apart.

Multi-Ki Blast: You can control up to 3 + int ki blasts at once and use your power to make them home in on your foe(s). The multi-ki blast technique is usually used with orbs or disks. You can summon all 3 + int ki blasts using one full round action or two consecutive actions, but each blast is limited to half your maximum ki dice. The ki blasts can orbit you or float nearby. You can attack with one or more of these ki blasts as part of the full round action or two consecutive actions, or you can wait to use them. They get advantage if used as a reaction for an opportunity attack; if you attack with one or more blasts using a single action, the number of projectiles you attack with at once applies a *-1 * (number of blasts)* penalty to each attack unless all the blasts target a single foe.

Normally, **improved homing attack** *must* be used with multi-ki blast in order to control the individual blasts, so each ki blast costs an extra 1 qp per dice. However, it is also possible to use multi-ki blast with the **homing ki blast** technique if the user doesn't have improved homing attack.

Multi-ki blast is particularly useful when fighting against multiple foes, but can be used effectively against a single opponent as well.

Shape Ki (Requires Evocation): You can temporarily manifest objects out of ki. This includes weapons, armor, or other objects not much larger than that.

- **Manifest Weapon** at **Evocation I**: You can manifest a ***sword*** that gives you advantage on attacks against an unarmed opponent as long as their adjusted level is not 5 or more higher than yours. The sword does slashing damage normally but does piercing damage on a critical hit. Its base damage when wielded by a super is the same as an unarmed strike. You can't use this weapon with melee ki wave but you can add damage to it using powers from different schools of magic. The blade can be sundered: its DR is your *AL*, its hp is your *AL * 2*, and its ac is your touch ac. It can also be disarmed, as per the rule on page 14 of the main manual. Manifesting a sword costs 35 qp and the weapon lasts for *3 + wis + cha* rounds before it dissipates. At Evocation II the duration increases by 2 rounds, and at Evocation III it increases by another 2 rounds.
- **Manifest Shield** at Evocation I: You can manifest a physical ***shield*** that can block physical, elemental, or energy attacks. The difference between this shield and your ability to absorb damage with qp is that the shield treats all sources of damage as the same – energy damage is no different from physical damage or elemental damage. With your shield you can defend against any attack that you are aware of using a reaction. The shield will automatically block the attack unless it is destroyed by it or if the super is caught from behind with an attack that is too quick for them to react to (attacker's AL is 5 or more higher). The shield has at least 10 hp and costs 10 qp + 1 qp per extra hit point you want it to have; its DR is equal to your adjusted level. It will last for up to *3 + cha + wis* rounds; at Evocation II it lasts an additional 2 rounds, and at Evocation III it lasts another extra 2 rounds. If destroyed, it just comes apart and dissipates. The downside to using a shield is that you need a weapon if you want to attack properly while using it to defend. It gives +1 deflection ac against melee weapons (not unarmed strikes); at Evocation II the ac bonus is +2, and at Evocation III it is +3.
- **Manifest Breastplate** at **Evocation II**: A ***breastplate*** gives you bonus DR equal to your AL; on a critical hit, an attack ignores this extra DR. It has at least 20 hp and costs 30 qp +1 qp per extra hit point you want it to have. It lasts for up to *5 + cha + wis* rounds. +2 deflection ac against melee weapons (not unarmed strikes), or +3 at Evocation III. The

maximum dexterity bonus you can benefit from while wearing a breastplate is +5. Its ac is your touch ac.

- **Manifest Plate Armor** at **Evocation III**: A ***full set of armor*** gives you bonus DR equal to your AL. It has at least 30 hp and costs 50 qp +1 qp per extra hit point you want it to have. It lasts for up to *7 + cha + wis* rounds. +6 deflection ac against melee weapons (not unarmed strikes). The maximum dexterity bonus you can benefit from while wearing a full set of ultra-light manifested armor is +3, and its ac is your touch ac.
- **Shape Burning Qi** at Evocation III: You can manifest a ***blade*** out of burning qi (the same energy ki blasts are made out of). It mainly works the same as a regular manifested sword, except it does energy damage and it cannot be sundered or disarmed. The damage is still your base unarmed damage, and it still gives advantage on attacks against unarmed foes (including supers). It costs 50 qp to form a blade of burning qi and the duration is *5 + wis + cha* rounds with a 2d4 round cooldown. If the wielder is knocked unconscious or stunned, the blade will disappear.

Elemental Ki Blast (Requires Evocation): Evocation I plus any elemental magic proficiency feat besides fire magic proficiency unlocks the ability to use **elemental ki blasts**, so all Arcane Mystics can use elemental ki blasts if they take an elemental magic feat. Elemental ki blasts are orb shaped projectiles that use a combination of ki and elemental magic – in addition to doing elemental damage and being able to detonate, they may also have a secondary effect. Fire element proficiency enhances regular ki blasts, water element lets you use icy heat-absorbing ki blasts that can slow your opponent, air element lets you use electric ki blasts that can stun your opponent, and earth element lets you use corrosive elemental acid ki blasts. Bonus ki dice from transformations *can* be used with elemental ki blasts.

The rules for elemental ki blasts are described under Evocation I, II, and III in the next section.

Melee Elemental Damage (Requires Evocation): Evocation plus elemental magic can also be used to add elemental damage to melee attacks. This includes unarmed strikes, shaped ki weapons, and real physical melee weapons. Besides adding more damage, attacks enhanced with elemental magic may have a secondary effect like stunning or slowing your opponent, as with elemental ki blasts. At Evocation III, you can manifest weapons made purely out of elemental magic and ki.

The rules for adding elemental damage to melee attacks are described under Evocation I, II, and II in the next section.

Main Abilities for Arcane Mystics (Where Different From Z Fighters)

Level (Power Level / 10)	Ki Blast Dice	Ki Wave Dice and Range (cone aoe)	Elemental Attack Dice; Line, Cone, or Radius	Other Abilities
1	N/a		N/a	Evocation I, Arcana skill proficiency
2	1dx + wis + cha, 100 ft then -2 to attack	1d4 + wis + cha, 10 ft	1dx + cha + wis; 80 ft, 10 ft, 5 ft	Magic school feat, Magic Telekinesis

	per additional 50 ft up to maximum of 250 ft (50 ft then -2 per 25 ft up to maximum of 125 ft for beam attack or ray)			
3				Shield
4	2dx + wis + cha	2d4 + wis + cha, 10 ft	2dx + cha + wis; 80 ft, 15 ft, 10 ft	
5				Magic school feat
6	3dx + wis + cha	3d4 + wis + cha, 15 ft	3dx + cha + wis; 80 ft, 25 ft, 20 ft	
7				
8	4dx + wis + cha	4d4 + wis + cha, 15 ft	3dx + cha + wis; 80 ft, 25 ft, 20 ft	Magic school feat
9				
10	5dx + wis + cha	5d4 + wis + cha, 20 ft	4dx + cha + wis; 80 ft, 30 ft, 25 ft	
11				Magic school feat
12	6dx + wis + cha	6d4 + wis + cha, 20 ft	5dx + cha + wis; 80 ft, 35 ft, 30 ft	
13				
14	7dx + wis + cha	7d4 + wis + cha, 25 ft	6dx + cha + wis; 80 ft, 40 ft, 35 ft	Magic school feat
15				
16	8dx + wis + cha	8d4 + wis + cha, 25 ft	6dx + cha + wis; 80 ft, 40 ft, 35 ft	
17				Magic school feat
18	9dx + wis + cha	9d4 + wis + cha, 30 ft	7dx + cha + wis; 80 ft, 45 ft, 40 ft	
19				
20	10dx + wis + cha	10d4 + wis + cha, 30 ft	8dx + cha + wis; 80 ft, 50 ft, 45 ft	Magic school feat
21				
22	11dx + wis + cha	11d4 + wis + cha, 35 ft	9dx + cha + wis; 80 ft, 60 ft, 50 ft	
23				Magic school feat
24	12dx + wis + cha	12d4 + wis + cha, 35 ft	9dx + cha + wis; 80 ft, 60 ft, 50 ft	
25				

3. Schools of Magic and Arcana Techniques

The Arcane Mystic can select a magic school feat or an arcana based technique at level 2 and every three levels after that (levels 2, 5, 8, 11, 14, 17, 20, and 23). This is in addition to the upgrades they get every odd level starting at level 3. Spell school feats are only for supers who can use magic or for those with innately strong magic due to a bloodline. Proficiency in the arcana skill is another requirement. Non-super magic users like Witches and Channelers cannot take these feats, with the exception being that they can learn elemental magic and a few other magic related techniques listed here or in the main manual.

Witches and Channelers might be able to learn spells with similar effects from the 5e Player's Handbook or other sources – the GM and players just might have to weaken these spells slightly, adapt them to the setting, and make sure the spell level is appropriate based on the level of the character (*maximum spell level available = (character level / 2) - 1*). You can add spells to the spell schools listed below using the ones given as templates. As with elemental magic, combining different spell schools lets you learn new types of spells. There are three feats available for each individual school of magic. You must take the level I, II, and III feats for a particular spell school in order. For instance, **Illusion I** is required for **Illusion II**, and Illusion II is required for **Illusion III**. There are nine schools of magic in total not including the four types of elemental magic, but you could always make more using the ones given as templates. You could also add new spells as separate feats or as spell powers that belong to one or more of the nine main spell schools.

Rules for Casting Spells

The time it takes to cast a spell during combat is a *full round action* or *two consecutive actions* unless the spell description says otherwise. Ritual spells take 1d4 * (15 minutes) outside of combat unless the description says otherwise. Transformations may boost spells either by increasing the **adjusted level (AL)** or the character's wisdom and/or charisma – *wis* and *cha* refer to the attribute modifiers boosted by transformations unless used for the duration of a spell or if the description says to "use base form wis/cha".

I. DIVINE MAGIC SCHOOL

Divine magic gives supers similar powers to what Sages and Healers get, but with an arcane flavor. The second and third level feats for Divine magic represent increased ability to channel and manipulate Divine energy.

- ***Divine I (requires non-evil alignment)***
  - You get proficiency with the **heal (wisdom) skill** and you get 4d6 dice *per encounter* to use for healing yourself or others. Each dice worth of healing costs 2 qp, and 1 hour of meditation is required to restore all of your healing dice. You can use these all at once or spread them out over multiple rounds. You add *wis* to the amount healed each round, so spreading the dice out over multiple rounds lets you potentially restore more hp.
  - You can spend 5 qp as part of an attack action to add *1d4 + cha* radiant damage to a melee attack, ki blast, or elemental spell that uses fire or plasma (add after multiplying damage). You can add radiant damage to a melee attack; this stacks with fire or plasma damage but not other types of elemental damage (see Evocation). Radiant damage does double damage against demons, undead, and evil spirits; you can resist it at the same rate as energy type damage. Divine I also gives you the ability to use your force field to

block **negative energy damage** at a rate of 2 qp per point of damage. Normally, supers cannot defend against negative energy damage with their force field.
  - At this level of Divine channeling, the character gains the ability to rebuke non-good aligned spirits and undead, as per the Sage ability described on page 33 of the main manual.

- **Divine II (requires non-evil alignment)**
  - You get proficiency with the **knowledge: divine** skill and you get an additional 4d6 dice to use for healing. In addition, you can use the heal skill to remove mundane or magical diseases and poisons. Healing a disease, whether magical or mundane, requires 1d4 hours of study and contemplation outside of combat before you can make the heal check. The DC is based on the severity of the illness, starting at DC 12 for the common cold and reaching as high as DC 30 for a bioengineered super-plague. You can heal magical poisons or Shadow debuffs using a healing dice and a *DC 12 + (number of points of attribute damage)* heal check.
  - When you add radiant damage to an attack or spell (see Divine I), you can spend 5 qp to add *1d8 + cha* points of damage.
  - ***Divine II + Fire Magic*** gives you a special attack that is very useful against undead. It lets you fire a beam of fiery solar energy and divine radiance at your target. This does 1d6 damage per ki dice worth of damage to non-undead, or 1d20 damage per ki dice worth of damage to undead. Half the damage is fire and the other half is radiant damage. Add wis and cha to the damage after calculating and then double the total damage. The damage bonus against undead from radiant damage is already factored into this, so the radiant part of the damage isn't multiplied a second time. The cost is 5 qp per dice.
  - ***Divine II + Arcana II*** gives you the ability to ward off instant death effects from the Shadow school of magic. It costs 18 qp and lasts for *5 + wis + cha* rounds.
  - The character can now rebuke demons as well as spirits and undead, but they can't debuff or banish them like Sages can.

- **Divine III (requires good alignment)**
  - You age more slowly, but not as slowly as a high level Sage. From this point on you only age at half the rate. Supers already have an increased lifespan, so mastering holy magic can increase their lifespan considerably.
  - You get an additional 4d6 dice to use for healing. It only requires 1 hour before you can attempt a heal check for a disease. In addition, you can use the heal skill to **remove curses** (proficiency in **knowledge: metaphysics** and knowledge: divine each give a +2 synergy bonus). Removing a curse requires 1d4 days of study, contemplation, and consulting with higher powers before you can make the heal check. It may require more than that, such as retrieving a special ingredient or relic and/or going on a quest to perform a heroic deed – if you can make a successful knowledge: divine check you at least can discover what you have to do.
  - When you add radiant damage to an attack or spell (see Divine I), you can spend 5 qp to add *1d12 + cha* points of damage. You can defend against negative energy damage at a rate of 1 qp per point of damage.
  - At this level, you may be able to communicate telepathically with guardian spirits or Kais. It is likely that they are aware of you once you have attained this level of divine channeling prowess, but it is still up to your GM to flesh them out and add them into the story.

II. EVOCATION MAGIC SCHOOL

Evocation lets supers use magical energy and ki to manifest physically tangible constructs. In combination with elemental magic, Evocation lets them use elemental ki blasts or add elemental damage to their melee attacks. The second and third level Evocation feats represent increased ability to harness and shape magical and subtle energies.

- ***Evocation I (automatic at level 1 for Arcane Mystics)***
  - Taking this magic school feat unlocks **elemental ki blasts** and the ability to **add elemental damage to melee attacks** provided you have at least one elemental magic feat; it also unlocks the **shape ki** ability. Shape ki is described above on pages 3 and 4.
  - Elemental ki blasts are orb shaped and they do 1d6 damage per dice; they cost 2 qp per dice. They use your ki dice, not your elemental magic dice.
    - At this level, **fire magic** doesn't affect your ki blasts. D&D style **fireballs** are something you can use with Evocation and Fire element proficiency, but they can only be orb shaped and they are less efficient than ki blasts – they are for characters with strong magic and weak ki. They cost +1 qp per dice compared to orb ki blasts.
    - **Air magic** gives the ability to make a ball of electricity and magic that can **stun** the target for one round if they fail a DC *10 + (number of diced used)* constitution saving throw. Supers can add their adjusted level to the saving throw. If you detonate it, it can affect up to *3 + int* foes of your choice within the normal area of effect as bolts of lightning shoot out from the center. It only does half damage, but they all have to roll to avoid being stunned. This attack deals **shock damage**.
    - **Water magic** lets you create an icy orb that is capable of freezing your opponents' muscles if they fail a DC *10 + (number of dice used)* constitution saving throw. Supers can add their adjusted level to the saving throw. At this level, it can reduce their dodge ac and combat proficiency bonus by *1 + (half the number of dice used)* for 3 + wis rounds. A super can use an action to spend 10 qp per point of the **slow effect** penalty to warm their body and remove the debuff. This attack deals **cold damage**. It does half damage if detonated but can slow any living things (but not necessarily androids or machines) caught in the wave of icy cold.
    - **Earth magic** lets you create an orb of elemental acid. In addition to doing acid damage, the acid can cling and do 1d4 points of damage each round for *3 + cha + wis* rounds. This clinging acid ignores a super's DR due to hardened body and *also* can ignore a piece of equipment's DR and damage that as well. Without Earth magic proficiency, supers have to spend 4 qp per point of damage to block acid damage. If detonated, the acid cloud does half damage but can **blind** anyone caught in the cloud who fails a reflex save with a DC of *10 + (number of dice used)* if they also fail to negate all the damage with qp (or aren't wearing eye protection). Receiving at least one dice worth of healing will remove the blind effect; otherwise a super can continue to fight using psychic perception, but they take a -4 penalty to dodge ac and to their proficiency bonus. This attack deals **elemental acid damage**.
  - Once you have the respective elemental magic feat, you can add elemental damage to melee attacks. The cost given is per attack action, and only one element can be used at a time unless a spell's description says otherwise. This works as follows:
    - **Fire Magic:** It costs 4 qp per attack to add *1d6 + cha* **fire bonus damage** to a melee attack.
    - **Air Magic:** It costs 5 qp to add *1d4 + wis* **shock bonus damage** to a melee attack; this can stun your target for 1 round if they fail a DC *10 + (total shock damage)* constitution saving throw. A super can add their AL to the saving throw.

- **Water Magic:** It costs 4 qp to add *1d4 + wis* **cold bonus damage** to a melee attack. If the target fails a DC *10 + (total cold damage)* constitution saving throw, they take a *-(total cold damage)/2* penalty to dodge ac and combat PB for up to *2 + wis* rounds. As with elemental cold ki blasts, supers can use an action to spend 10 qp per point of the slow effect penalty to warm their body and remove the debuff.
- **Earth Magic:** It costs 5 qp to add *1d6* **acid bonus damage** to a melee attack; acid can cling to the target and deal 1d4 points of damage each round for *1 + cha + wis* rounds. The clinging acid ignores a super's DR and requires 4 qp per point of damage to block without Earth magic proficiency. It can also ignore a piece of equipment's DR and damage equipment it clings to. On a critical hit with acid bonus damage, there is a chance of blinding an opponent who fails a reflex save with a DC of *12 + (total points of acid damage)* if they also fail to negate all the damage with qp (or aren't wearing eye protection).
- **Fire and Air Magic:** It costs 9 qp to add *2d6* **plasma bonus damage** to a melee attack. This damage counts as fire *or energy*, so it tends to be better at penetrating super qi defenses.

- When using **telekinetic projectile** (see page 23 of the main manual), you can spend *+1 qp per dice* to create projectiles out of ki that usually do **piercing** or **ballistic damage**. You can use the dice for TK projectile to **slash foes at a distance** in up to two adjacent squares at a distance of up to half the normal range for TK projectile with a cutting edge of force, but it costs *+2 qp per dice* and requires that you have a line of sight to both squares.
- ***Evocation I + Arcana*** is an interesting combination that, for example, lets you use something like mage hand from D&D. Instead of using regular telekinesis, you can manifest a spectral hand or tool to give you more options to manipulate an object at a distance. The range limit is the same as the improved telekinesis this class gets automatically from the magic telekinesis feat.

- ***Evocation II (requires intelligence or wisdom 13)***
  - Your shape ki power improves, and you can manifest armor that protects mainly your torso. See **manifest breastplate** under Shape Ki (pages 3 and 4). This armor is equally protective against piercing and energy attacks as against other damage types, unlike your regular super qi defenses.
  - Your elemental ki blasts are upgraded. The dice is increased from d6 to d8 and the detonation radius increases by 25%. Elemental ki blasts have the DC for their secondary effects increased to *12 + (number of diced used)*; if you have fire element proficiency, your regular ki blasts are multiplied by 1.75x rather than 1.5x after rolling damage and their detonation radius increases by 25%. For Sages and Healers, the multiplier increases to 1.25x and the detonation radius increases; the damage multiplier (2x) and detonation radius for Z Fighters do not change.
  - Elemental bonus damage for melee attacks increases, along with the DCs and durations for secondary effects.
    - **Fire Magic:** It costs 4 qp per attack to add *1d10 + cha* **fire bonus damage** to a melee attack.
    - **Air Magic:** It costs 5 qp to add *1d6 + wis* **shock bonus damage** to a melee attack; this can stun your target for 1 round if they fail a DC *12 + (total shock damage)* constitution saving throw. A super can add their AL to the saving throw.
    - **Water Magic:** It costs 4 qp to add *1d6 + wis* **cold bonus damage** to a melee attack. If the target fails a DC *12 + (total cold damage)* constitution saving throw, they take

a *-(total cold damage)/2* penalty to dodge ac and combat PB for up to *3 + wis* rounds. As with elemental cold ki blasts, supers can use an action to spend 10 qp per point of the slow effect penalty to warm their body and remove the debuff.
    - **Earth Magic:** It costs 5 qp to add *1d8* **acid bonus damage** to a melee attack; acid can cling to the target and deal 1d4 points of damage each round for *2 + cha + wis* rounds. The clinging acid ignores a super's DR and requires 4 qp per point of damage to block without Earth magic proficiency. It can also ignore a piece of equipment's DR and damage equipment it clings to. On a critical hit with acid bonus damage, there is a chance of blinding an opponent who fails a reflex save with a DC of *15 + (total points of acid damage)* if they also fail to negate all the damage with qp (or aren't wearing eye protection).
    - **Fire and Air Magic:** It costs 9 qp to add *2d8* **plasma bonus damage** to a melee attack. This damage counts as fire *or energy*, so it tends to be better at penetrating super qi defenses.
- **TK projectile** can be used against multiple nearby opponents provided you have a line of sight to each of them. You can create up to *1 + int* extra projectiles at a cost of +1 qp per dice per projectile. If using TK projectile with a cutting edge of force, you can can slash foes up in to four adjacent squares at double the range. It's fine if one or two squares are empty as long as all four squares are adjacent and your character has a line of sight to all of them.
- ***Evocation II* + *Transmutation II*** lets you temporarily manifest real seeming matter that lasts for days (1d4 + wis + cha days). There is a limit to how complex of an object you can create with this power. If you also have Shadow I, you can make a temporary duplicate of an object (even a very complex one, as long as it isn't alive) that lasts for 1d4 + wis + cha days. This is usually a form of ritual magic.

- ***Evocation III (requires intelligence or wisdom 15)***
    - This level of Evocation lets you **manifest a full set of armor** using ki, and it gives you **shape burning qi;** both are described on page 4 above. In addition to shaping weapons out of burning qi, you can **manifest elemental weapons** made solely from elemental magic and ki. This works the same as shape burning qi, except the weapons do elemental damage and they have a secondary effect:
        - **Fire Magic:** You already have a weapon made out of burning qi; fire magic proficiency gives you an additional *2d6 + cha* bonus damage when using it but the extra damage is fire rather than energy.
        - **Air Magic:** A blade made out of lightning bolts does shock damage and has a chance of stunning your opponent for one round. The constitution saving throw DC to resist being stunned is *5 + (half the shock damage from the attack)*. Supers can add their adjusted level to the constitution saving throw.
        - **Water Magic:** A blade made out of tiny shards of ice and cold magic does half piercing and half cold damage. Each attack has a chance of giving your opponent a slow debuff that reduces dodge ac and combat PB by *-(total cold damage)/2* for *4 + wis* rounds. The constitution saving throw DC to resist being slowed is *10 + (half the cold damage from the attack)*. A super can get rid of the slow debuff, but it requires spending an action and costs 10 qp per point of debuff penalty.
        - **Earth Magic:** A blade made out of flowing streams of elemental acid does acid damage and has a chance of damaging equipment and causing extra damage due to the acid's clinging behavior. A successful hit with this weapon has a 50% chance of damaging equipment. It also clings and does 1d4 damage each round for *3 + cha +*

wis rounds; this damage ignores both the super's DR and any affected equipment's DR. On a critical hit, you can blind your opponent, but they get a reflex save with a DC of *5 + (half the acid damage before multiplying the critical hit)*.

- Your elemental ki blasts are upgraded again. The dice is increased from d8 to d10 and the detonation radius increases by another 25% (total 50%). Elemental ki blasts have the DC for their secondary effects increased to *15 + (number of diced used)*; if you have fire element proficiency, your regular ki blasts are multiplied by 2x rather than 1.5x after rolling damage and their detonation radius increases by another 25% (total 50%). For Sages and Healers, the multiplier increases to 1.5x and the detonation radius increases by another 25% (total 50%); the damage multiplier (2x) and detonation radius for Z Fighters do not change.
- Elemental bonus damage for melee attacks again increases, along with the DCs and durations for secondary effects.
  - **Fire Magic:** It costs 4 qp per attack to add *2d6 + cha* **fire bonus damage** to a melee attack.
  - **Air Magic:** It costs 5 qp to add *1d8 + wis* **shock bonus damage** to a melee attack; this can stun your target for 1 round if they fail a DC *15 + (total shock damage)* constitution saving throw. A super can add their AL to the saving throw.
  - **Water Magic:** It costs 4 qp to add *1d8 + wis* **cold bonus damage** to a melee attack. If the target fails a DC *15 + (total cold damage)* constitution saving throw, they take a *-(total cold damage)/2* penalty to dodge ac and combat PB for up to *4 + wis* rounds. As with elemental cold ki blasts, supers can use an action to spend 10 qp per point of the slow effect penalty to warm their body and remove the debuff.
  - **Earth Magic:** It costs 5 qp to add *1d8* **acid bonus damage** to a melee attack; acid can cling to the target and deal 1d4 points of damage each round for *3 + cha + wis* rounds. The clinging acid ignores a super's DR and requires 4 qp per point of damage to block without Earth magic proficiency. It can also damage equipment it clings to, ignoring its DR. On a critical hit with acid bonus damage, there is a chance of blinding an opponent who fails a reflex save with a DC of *18 + (total points of acid damage)* if they also fail to negate all the damage with qp (or aren't wearing eye protection).
  - **Fire and Air Magic:** It costs 9 qp to add *2d10* **plasma bonus damage** to a melee attack. This damage counts as fire *or energy*, so it tends to be better at penetrating super qi defenses.
- ***Evocation III + Transmutation II*** gives you the **disintegrate** power. This only works against supers if they are already dead or if their AL is 15 or more levels lower than yours. The attack has the same range as a ray ki blast and requires a ranged touch attack with a purple ray of energy. If you hit, you can deal energy damage based on the number of dice used plus your cha and wis as with a regular ki blast. However, if the damage is enough to destroy your target, their body and affected equipment are totally disintegrated. Unlike Hakai, this does not destroy the spiritual bodies, and if it fails to kill the target it does not continue to deal damage. The damage per dice is 1d12 and the cost is 5 qp per dice. The damage is doubled after rolling for all types of casters.
- ***Evocation III + Transmutation III*** lets you manifest matter that is effectively real and permanent unless it is placed in an antimagic field. This is a form of ritual magic that costs 100 ME per kg of mass to be created. There are limits to how complex of an object you can make. Most supers would not be able to create sophisticated technology with many moving parts using this power. If you also have Shadow I, you can duplicate an object (even a very complex one, *as long as it isn't alive*) but at the end of 1d4 + wis + cha days the object you created continues to exist and the original object disappears.

III. COSMIC MAGIC SCHOOL

Cosmic magic gives supers power over gravity and the space-time continuum; eventually they can learn to travel between dimensions. So, the domain of cosmic magic is not just the material world and physics but also the supernatural layers of reality and metaphysics. There are many powers that proficiency with this school of magic can grant, but some of the main ones relevant to supers are: level 1 improves their **step power** and gives them some **control over gravity** and **pocket dimensions**, level 2 gives them the ability to **teleport by warping space time** and the ability to **temporarily phase into another dimension** to avoid attacks, and level 3 lets them travel in between the physical universe and Otherworld or Hell. Proficiency with Cosmic magic plus other schools of magic can grant a few other useful powers.

- ***Cosmic I***
  - Proficiency with Cosmic magic **improves your step power**. You get a bonus of +5 ft to the distance you can travel when using step. This extra distance is free – it does not increase the qp cost of using step. In order to use the extra distance, you must first move at least 5 ft with step and pay the regular qp cost.
  - You can **control gravity** to the extent that you can **increase**, **reduce**, or **cancel it out** for a target or within an area of effect. You roll *adjusted level + arcana* and your opponent rolls *adjusted level + wisdom or constitution saving throw.* If you win, this lasts for *2 + wis + cha* rounds; if they win, you lose all the qp and the action you spent. If the target doesn't have ki, magic, or some kind of magical or super science protection built into it, it doesn't get a saving throw to resist the spell. With ritual magic and some ME, you can alter the gravity in a small area, for instance to make a gravity training chamber.
    - **Increasing gravity** for a living or artificial being makes it harder for it to move or fly, reducing ac by 1 and reducing ground speed by -5 ft or flight speed by 10% per 10 qp you spend (you can spend up to 50 qp on this effect). Against non-supers, it also does 4 points of damage per round per 10 qp you spend.
    - **Reducing gravity** for a unit increases their jump height by 50% per 10 qp but makes it hard for them to maneuver on the ground (halved movement speed and -6 dexterity penalty). Supers can ignore the dexterity penalty if they stay in the air.
    - **Cancelling gravity** for a unit makes them float helplessly unless they have the flight power, in which case they just can't use their ground speed. While helpless, the character's dexterity is reduced to 3 (-4 to ac) and their combat proficiency bonus is reduced to 0. If a unit without flight has something to push off of, they can use cancelled gravity to "fly", but when gravity returns they may take falling damage.
    - One major use of gravity control is to make it easier to telekinetically manipulate very heavy objects. You can use telekinesis on objects that are up to *ten times as heavy* as you normally could by cancelling their gravity. You can't use this to fling heavy objects at your foes, but it may have other uses.
  - Cosmic I also gives you the power to create **pocket dimensions**. You can store 5 lb per 1 qp in a pocket dimension, but you can't store living things bigger than an insect in them (and the insect would die). You can anchor these pocket dimensions to yourself so you can access these items whenever you want, but it costs 1 qp per 5 lb retrieve an item. As ritual magic, you can enchant for instance something like a bag of holding from D&D. Capsules can be used like bags of holding but use super science rather than magic.

- ***Cosmic II (requires wisdom 13)***
  - You gain the ability to **astral project** even if you didn't already take that feat. If you did, you can retrain to get a different ability or upgrade in that feat slot.

- Cosmic II reduces the qp cost of using step by 1 qp per 5 ft.
- You can spend an action to use the **warp power** to instantaneously teleport as far as double your maximum step distance, but it costs +2 qp per 5 ft. You can teleport through matter, as with instant transmission, but the range is more limited. Otherwise it works like step except that only other magic users can detect when a character uses warp – this is required to use *proficiency + wis* to react to it like with step. If you can't detect magic (requires the Arcana skill and the ability to use magic) but still have ki, you take a -6 to the opposed *proficiency + wis* roll.
- Also, you can use ritual magic to make long range portals. It requires 1d4 hours to prepare a teleportation circle, and the teleportation requires 20 qp per person. You can use crystals and focuses to increase the amount of mp available or to reduce the amount required per person. If you don't have a second teleportation circle, you must be able to **remote view** the area you are attempting to teleport to (requires ***Arcana I***). Super science and magic can block warp and teleportation powers. To do this with magic is a ritual spell that requires Cosmic II and Arcana I. It may not work if the warp magic is too strong, for instance against spaceships using this power (you can't normally use ritual magic to block large spaceships from warping; a group of epic level Arcane Mystics working together *might* be able to do something like that).
- ***Cosmic II + Transmutation I*** gives you the **phase dodge** power which lets you phase into another dimension for a few fractions of a second to avoid an attack. Phase dodge uses a reaction and lets you make a dexterity saving throw to avoid an attack, but you get +5 to your save. The cost is 10 qp; every additional 3 qp you spend gives you an additional +1 bonus, up to a maximum of a +10 bonus to your saving throw that costs 25 qp. The extra qp represents staying in the phased state for longer to increase the dodge window. A super adds their dodge ac bonus and wis to their dexterity saving throw (see under ***Z Fighter*** in Chapter 4 of the main manual).

- ***Cosmic III (requires wisdom 15 and Divine I or Shadow I)***
  - You can use ritual magic to travel in between the material world and Otherworld if you have ***Divine I***, or travel to Hell if you have ***Shadow I***. With astral projection you can already travel to the spirit realm where ghosts reside (because it is part of the astral plane).
  - If you have Divine I, you can also summon beings from Otherworld. If you have Shadow I, you can summon beings from Hell, and you can cause beings from the spirit realm to temporarily manifest physical or semi-corporeal bodies on the material plane. You can have more than one summon active at a time, but the total level of all active summons can't be higher than your character level. Summoning or traveling between the physical and spiritual realms is a ritual spell. Dead mortals can normally only come back for up to one day once per year (unless you raise them as undead), but with this feat you may be able to communicate with them more often than that.
  - ***Cosmic III + Elemental Magic + Divine III***: You can control the weather. Misuse of this power can have dire consequences. This is ritual magic.
    - **Air + Water:** Clouds, rain, and thunder storms. Control where lightning strikes.
    - **Earth:** Earthquakes.
    - **Earth + Fire:** Volcanic activity.
    - **Water:** Waves and tides.
  - ***Cosmic III + Shadow III***: You can spread diseases, including magical ones. Using this power is an evil act that is likely to draw attention from powerful beings.

IV. TRANSMUTATION MAGIC SCHOOL

Transmutation magic lets supers alter matter and energy. This could be direct physical alteration, or it could be alteration of physical, energetic, or magical properties. This alteration is usually temporary, but at higher levels it might be possible to transmute something semi-permanently. Supers can use transmutation magic to change properties such as mass, time rate, and size. Transmutation has synergy with a few other magic schools.

- ***Transmutation I***
  - You can **temporarily change inanimate matter from one form to another** – the energy and mass do not change, but the size and atomic and molecular structure change according to your will. After *2 + wis + cha* rounds, the object reverts back to normal. The cost is 2 qp per 5 lb. Magic items use their creator's *AL + wisdom saving throw* opposed by your *AL + arcana*. As a ritual spell, this lasts for *1d4 + wis + cha* minutes.
  - **Permanently re-shape an inanimate object** without changing its composition, for instance mending a broken sword blade. This would usually be a ritual spell outside combat, but you might be able to use it in combat on a familiar object as long as it isn't powerfully enchanted or highly complex. The cost would depend on how many atomic bonds you are breaking or (re-)forming; it costs less if you are fixing something broken that used to be whole. As a rule of thumb, go with 5 qp for something tiny like a pebble, 10 qp for something small like a pocket knife, 15 qp for a non-magical sword made out of mundane steel, and so on. If the object is made from magical materials, for instance a super durable metal, the qp cost to transmute or mend it is increased. Mending an enchanted object requires a high enough AL and enough levels of Arcana magic.
  - You can **increase or decrease an inanimate object's mass** for *2 + wis + cha* rounds *without* changing its size. You can't use this on a biological life form, but you may be able to use it on their equipment. It costs 1 qp per 10 lb you want to increase the object's mass by; reducing mass costs the same, but once it gets down to 1 lb each time you further reduce it just reduces the mass by half.
    - Equipment can use a super's constitution saving if it is close to their body – roll *AL + Arcana* against *AL + constitution saving throw*. If you increase equipment's mass, see the PHB or online SRD and calculate encumbrance based on the character's base strength and lifting multiplier
    - Machines and androids powered by psychic crystals are shielded against this type of magic, but if the caster's AL is 10 or more higher they can roll *AL + Arcana* against the machine's *AL + constitution saving throw*. Every time you double a robot's mass, it gets +50% melee damage but -4 ac, halved flight acceleration, and other penalties based on their encumbrance (see the PHB or online SRD and calculate encumbrance using base strength and lifting multiplier). Each time you reduce a machine's mass by half, it takes -50% melee damage but gets +4 ac and its flight speed is doubled.
  - You can **enlarge** or **shrink** an inanimate object. Making an object bigger costs 2 qp for every 5 lb the object increases in size. Making an object smaller costs the same, but once it gets down to 1 lb each time you further reduce it just reduces the mass by half. The volume will change based on the object's density. This power lasts for *2 + wis + cha* rounds. As a ritual spell outside combat you can increase the duration to 1d4 + wis + cha minutes. You cannot use this power on biological life forms, mechs, androids, or other super science machines powered by super qi unless you have at least Transmutation II.
  - You can **change the time rate** of a living being. You can use this on yourself, an ally, or on a foe if using this spell as a debuff.
    - **Alacrity:** Increasing a being's time rate at this level gives +1 combat proficiency

bonus, +2 dodge ac, +5 ft ground speed, and +10% flight speed. This costs 30 qp and lasts for *2 + wis + cha* rounds. This power can be used in close quarters or when your target is not more than 40 ft away.
    - **Sloth:** Decreasing a being's time rate gives -1 combat proficiency bonus, -2 dodge ac, - 5 ft ground speed, and -10% flight speed. The cost is 30 qp and the duration is *2 + wis + cha* rounds. To use this on a foe, you must first succed on a melee or ranged touch attack (range is 40 ft). Roll *AL + Arcana* vs *AL + constitution saving throw* in order to debuff a *super.* Non-supers can be affected, and they don't add their adjusted level to the saving throw.

- ***Transmutation II (requires intelligence or wisdom 13)***
    - As a ritual spell, transmuted inanimate matter now retains its form for *1d4 + wis + cha hours*, not minutes. In combat, the duration increases to *4 + wis + cha* rounds.
    - The duration for increasing an inanimate object's mass is now *4 + wis + cha* rounds.
    - You may be able to use transmutation on biological things temporarily if you are proficient in certain other schools of magic.
        - ***Transmutation II + Faerie I*** gives you **dragon skin**. You grow thick scaly skin: your hardened body DR counts as double against slashing and piercing damage. However, you also take a -2 penalty to dexterity. This costs 30 qp and lasts for *5 + wis + cha* rounds with a 2d4 round cooldown.
        - ***Shadow II + Transmutation II*** gives you an instant death power. This is described under Shadow II on page 20.
    - The **alacrity** buff (increased time rate) is stronger and so is the **sloth** debuff (decreased time rate). Otherwise these powers work the same.
        - **Alacrity:** +2 combat PB, +3 dodge ac, +10 ft ground speed, and +15% flight speed. The cost is still 30 qp but the duration is *3 + wis + cha* rounds.
        - **Sloth:** -2 combat PB, -3 dodge ac, -10 ft ground speed, and -15% flight speed. The cost is still 30 qp but the duration is *3 + wis + cha* rounds.
    - At this level you can use the **enlarge** or **shrink** powers on organics and powered machines.
        - Making a human or powered machine **one size category larger** costs 25 qp. This increases base strength by +4 and increases unarmed damage by one dice; it also adds +25% to total hp while giving a -4 penalty to dodge ac and reducing flight speed by -20%. The duration is *3 + wis + cha* rounds.
        - Making a human or powered machine **one size category smaller** costs 25 qp. This decreases base strength by -4 and reduces unarmed damage by one step; it also reduces hp capacity by 25% while giving a +4 bonus to dodge ac and increasing flight speed by +20%. The duration is *3 + wis + cha* rounds. If the target is a super they get a roll to resist the shrink effect: roll *AL + Arcana* vs *10 + AL + constitution saving throw.* If the target is not a super but has magic (i.e. Witch or Channeler), they can roll a wisdom or charisma saving throw and add their level.
    - ***Transmutation II + Illusion I, Faerie I, or Shadow I*** lets you use ritual magic to animate constructs. You can have one or more of these active at a time as long as their total level is less than or equal to your character level. The material components for high level constructs can be very expensive.
        - With ***Shadow***, you can copy someone else's powers to create a single replica of them, provided their level is lower than yours. You can also use dark spirits to animate constructs. Buu might have been created using this type of magic, but on a completely different level, since in addition to being obscenely powerful he has a

real soul.
  - With **Faerie** you can animate your creations using elemental spirits. This lets you create elementals (fire, water, ice, earth, or others) and keep them under your power. You can also use these spirits to animate regular constructs.
  - With **Illusion** you can animate your constructs with your own subconscious imprint – or control them directly like a puppet of your mind. These types of constructs may be less capable of acting intelligently on their own, however.
- ***Cosmic II + Transmutation II*** lets you phase into another dimension temporarily to avoid an attack. See **phase dodge** under Cosmic II.

- ***Transmutation III (requires intelligence or wisdom 15)***
  - For melee focused supers, the crowning ability of the Transmutation school might be the **stone body** power. Stone body increases a super's mass and durability. It doubles their DR from hardened body and gives +50% melee bonus damage. However, it also applies a -6 penalty to dodge ac, and dash and flight speed are halved. They may also have trouble maneuvering on the ground if it is too soft.
  - The **alacrity** and **sloth** powers are stronger and last longer.
    - **Alacrity:** +3 combat PB, +4 dodge ac, +15 ft ground speed, and +20% flight speed. The cost is still 30 qp but the duration is *4 + wis + cha* rounds.
    - **Sloth:** -3 combat PB, -4 dodge ac, -15 ft ground speed, and -20% flight speed. The cost is still 30 qp but the duration is *4 + wis + cha* rounds.
  - Your **enlarge** and **shrink** powers improve once again.
    - **Giant sized enlarge:** You can make a small or medium sized character two size categories larger, or otherwise increase a target's size but maybe not by exact size categories. This costs 50 qp; it increases base strength by +8 and increases unarmed damage by two dice; hp capacity is doubled. It gives a -8 dodge ac penalty offset by a +4 natural armor bonus, so the ac penalty does not increase. The duration is *2 + wis + cha* rounds.
    - **Fairy sized shrink:** You can make a medium sized character tiny, or otherwise shrink a target by approximately one size category. The strength penalty is -8 down to a minimum of 3 strength, and unarmed melee dice are reduced by two steps (minimum 1d4 for supers or 0 for non-supers); hp is reduced by half. However, the target gets +8 to dodge ac and a doubled flight speed. They also get a +10 bonus to hide checks. This costs 40 hp and has a duration of *3 + wis + cha* rounds. If the target is a super they get a roll to resist the shrink effect: roll *AL + Arcana* vs *10 + AL + constitution saving throw*. If the target is not a super but has magic (i.e. Witch or Channeler), they can roll a wisdom or charisma saving throw and add their level.
  - ***Transmutation III + Cosmic II*** gives the **time stop** power. Time doesn't actually stop within the area of effect – it just slows down to a barely perceptible rate for everyone except for the caster. The cost is 25 qp per 10 cubic feet of volume. You can't use melee attacks on anyone within the area of effect, but you can set things in motion (you can also flee and try to hide). You can cast spells on yourself or launch spells or ki blasts at targets caught within the area of effect. They can't take damage until the time stop effect ends, but they take a -10 penalty to ac or dexterity saving throws to dodge anything cast close to them. If not within melee range but still nearby (relative to the speed of the attack), the penalty is only -5. This power's duration is *1 + wis* rounds and it has a 2d4 round cooldown.
  - ***Transmutation III + Arcana III*** gives you semi-permanent transmutation of inanimate objects as a ritual spell. The object reverts if placed in an antimagic field or if a super

proficient in the Arcana school of magic tries to nullify the magic cast on it.
- ***Evocation III + Transmutation III*** gives you the power to manifest objects that are permanent and seemingly real (see under Evocation on page 11).

V. ARCANA MAGIC SCHOOL

The Arcana school is concerned with the nature and workings of magic and of the magic reality warping field itself. Arcana specialists are highly attunted to magic. They learn to channel magic more efficiently; they are better at detecting magic and at analyzing magical auras; they can learn to nullify, reflect, or absorb spells cast at them; and they get the ability to create, mend, or destroy enchanted items. This magic school has synergy with many others.

- ***Arcana I***
  - +1 qp/mp per level and +1 to rolls using the Arcana skill.
  - At this level you have an improved ability to **sense magic**. If you are in the vicinity of something magical that is relevant to you or your quest, the GM rolls arcana to see if you notice the magical aura emitted by it (magical auras are emitted by any kind of magical thing or being). The DC is anywhere from 5 for something obviously magical; around 10 for something with strong magic that does not look magical; 15 for a standard magical item; or 20 or higher if the magic is suppressed and/or if the item would be very easy to miss. You use double your proficiency bonus if you say you are investigating something that is magical; perception proficiency gives you a +2 synergy bonus to your arcana roll. Magic users without this skill can also use the arcana or perception skill to sense magic, but Arcanists get a +5 to their rolls (total +6 with Arcana I, +7 with Arcana II, or +8 with Arcana III).
    - Arcanists are also better at using the arcana skill to **identify magic**. They can make an arcana check to identify the type of magic emitted by an object or being. They get +2 to this roll per feat they have in the relevant magic school(s). The DC is based on the complexity and subtlety of the magic rather than on the power of the magic emitted by the thing or being. Without Arcana I, you can make an arcana check to identify magic but you take a -10 penalty if you don't have all the magic school feats relevant to the magic aura emitted by the thing or being.
  - A powerful use of Arcana I is to **see through illusions**. This is an opposed arcana roll that lets you use a reaction or once per turn bonus action to immediately identify something you perceive as illusory. You get a +2 bonus if you have perception proficiency, and the Illusionist gets a +2 bonus if they have deception proficiency.
  - Arcana I also gives you **scrying**, **divination**, and **remote viewing** as per the ability granted at level 3 to Witches and Channelers – this costs Mortal Energy every time you use it.
    - You can use ritual magic to block an area, object, or person from being the subject of scrying or remote viewing. This might require ME and/or expensive items.
    - ***Arcana I + Divine I*** gives you **clairvoyance**. Roll a wisdom saving throw to get hints or receive guidance from the GM. The DC is up to them and this has no ME cost. If you fail, you missed an opportunity to receive an important hint that could have helped you on your quest.
  - With Arcana I, if you can identify a spell while it's being cast, you can use a reaction to try and **nullify the spell**. This requires an opposed *AL + arcana* roll, but your foe gets a +5 bonus. The qp cost is the same as the spell's cost. If you lose, you lose the qp and the

spell gets advantage on its attack roll against you if it has one. You can only nullify spells, not techniques based solely on ki. Sages and Healers using elemental magic get an extra +5 on their roll to avoid having their elemental spells canceled.

- ***Arcana I + Transmutation I*** gives you the power to **temporarily imbue items with magic**. For example, imbue a sword with power so it gets +2 damage, +5 DR, and +10 hp for every 5 caster levels (calculate using Adjusted Level). This is a ritual spell that lasts for up to a day.

- ***Arcana II (requires intelligence 13)***
  - Additional +1 qp per level and +1 to rolls using the Arcana skill.
  - You get a +2 to your opposed arcana roll when using spell nullification or defending against it.
  - At this level you can use spell nullification to **cancel buffs or debuffs**. Conceptually, this is the same as **dispel magic** from D&D. The costs is the same as the qp cost of the spell you're trying to dispel, and it requires winning an opposed *AL + arcana* roll to succeed. The target gets a +5 to their opposed roll; the AL and arcana are those of the one who originally cast the spell even if the effect is active on someone else. If you lose the roll, you also lose the qp and the active spell is not affected in any way.
  - Arcana II also gives you the ability to **conceal magical auras**. This is a ritual spell that lasts for a day. It does not affect power level readings or the ability to sense ki. The DC for **sense magic** under Arcana I increases by 10, and non-Arcanists may not get a roll.
  - ***Arcana II + Enchantment I*** gives mind reading as opposed to mutually consensual telepathy, but it requires close physical proximity. This is an intelligence check opposed by the target's wisdom saving throw. It usually requires the target to be helpless and close enough to touch. If you are interrupted by an attack or any other sufficiently bothersome distraction, you must make a DC 18 concentration check to avoid the mind link being broken. Trying to discover information this way may require multiple opposed rolls, and the target has advantage on their rolls unless you drug or use enchantment on them first.
  - ***Arcana II + Transmutation I*** improves your imbue item power. An imbued sword can now penetrate DR or super qi defenses more effectively. Each point of slashing damage counts as double against DR or super qi defenses.
  - As a ritual spell, you can attempt to **permanently imbue (enchant) an item**. Or you could **remove an enchantment from an item**. A crystal or other magical component may be required in addition to Mortal Energy to make the enchantment permanent. The amount of ME required to enchant an item is approximately *50 ME * (level of effect) per magic effect* you add to an item. You must have the required magic school feats to use a spell effect in order to add it to an item. The cost in zeni also scales with the level of power used and with the effective caster level.
    - Enchanting is distinct from super science which usually mainly works with ki and subtle energy, not arcane magic (the reality warping field mages use). Arcane magic and complex technology do not always work well together.
  - ***Arcana II + Illusion I*** lets you appear to cast a specific spell when you are actually casting a different one. This requires an opposed arcana roll and +15 qp. You get a +2 synergy bonus if you have deception proficiency and they get +2 if they have perception or sense motive proficiency. If you deceive another Arcanist, they cannot effectively nullify, reflect, or absorb your spell. However, the spell nullification bubble from Arcana III is still effective against spells you mis-identify.

- ***Arcana III (requires intelligence 15)***
  - Additional +1 qp per level and +1 to rolls using the Arcana skill.
  - Spell nullification only costs half the qp cost of the spell.
  - The crowning power of the Arcane school of magic is the ability to **erect a spell nullification bubble** around yourself and up to a few others that nullifies all spells cast at it (spells that are cast by you or someone else within the bubble are unaffected). It costs 45 qp + 15 qp per up to 1 + int additional characters to create the spell nullification barrier, which lasts for up to *5 + wis + cha* rounds. Mages can penetrate the barrier if they can roll an *AL + Arcana* check that beats a DC of *15 + (your adjusted level) + (your proficiency bonus + your int)*. Blocking spells does not cost additional qp while the barrier is in effect.
    - As a ritual spell, you can create an antimagic field that nullifies all magic (but not ki abilities) within it. This can be rather costly in terms of ME and required items.
  - At this level you are skilled enough to **reflect** or **absorb** spells cast at you as long as you are able to identify the spell first, and as long as you are the spell's target.
    - **Reflecting a spell** uses a reaction and requires an opposed roll. Roll *AL + Arcana* vs *10 + AL + Arcana* (your opponent has a big advantage). Do this before making any rolls required for the spell. If you succeed, the spell's new target is its caster. If you fail, you lose qp equal to the cost of the spell and you can't attempt to nullify the spell; if the spell is targeted, it gets advantage on its attack roll against you.
    - **Absorbing a spell** uses a reaction and requires an opposed roll. Roll *AL + Arcana* vs *7 + AL + Arcana*. Do this before making any rolls required for the spell. If you succeed, you nullify the spell while also gaining qp equal to the cost of the spell. If you fail, you lose qp equal to the cost of the spell and you can't attempt to nullify the spell; if the spell is targeted, it gets advantage on its attack roll against you.
  - ***Arcana III + Transmutation II*** improves your imbue item power even further. For example, an imbued sword now deals triple piercing damage on a critical hit instead of double piercing damage.

VI. SHADOW MAGIC SCHOOL

Shadow magic is opposed to Divine magic. It is rare but not unheard of for a mage to become skilled at channeling the dark *and* light sides of magic, but it is impossible to truly devote oneself to both. Shadow magic can grant dark powers over life and death to those who are willing to go against their better natures to learn to channel it, but it is inherently evil with a tendency to corrupt its users.

- ***Shadow I (requires non-good alignment)***
  - You can infuse your melee attacks with **negative energy and cold damage**. The damage bonus is *1d6 + cha* (half cold and half negative energy) and each attack (unarmed or attacks with melee weapons) heals the user an amount equal to the negative energy damage inflicted. The cost is 6 qp per attack action. You can combine cold or acid elemental damage with this attack, but not radiant damage or other forms of elemental damage.
  - You can use the same negative energy and cold **shadow energy as a ray attack** with a range of 60 ft. It costs 3 qp per dice, uses a d4, and adds *wis + cha* to damage. After rolling damage, you still multiply by 1.5x. Half the damage is cold, and the other half is

negative energy. This **shadow ki beam** uses elemental dice rather than ki dice. Roll an AL + charisma saving throw vs AL + constitution saving throw. If the target loses, they take -2 strength and -1 proficiency bonus for *2 + cha + (number of dice used)* rounds. Only one shadow beam debuff can be active at a time (the strongest one, but if its duration runs out then a weaker one can take over). Negative energy can't be blocked with regular ki (Divine I is required for that), and it heals undead. Used on an undead, this technique heals them equal to the negative energy damage inflicted (the cold does not damage them) and gives them a +4 to strength for *2 + cha + (number of dice used)* rounds. At this level, the shadow ki beam *can't* be used for vampiric regeneration.

- ***Shadow I + Illusion I*** can be used to send people nightmares or create illusions that can mimic the **fear** effect from the Enchantment school. Instead of forcing affected units to flee, it just gives them a -1 morale penalty to ac and proficiency bonus. This requires rolling the mage's arcana skill against the target(s) wisdom saving throw. It costs only 13 qp with a duration of *3 + cha* rounds. The shadow mage can use this on themselves to make themselves more intimidating, in which case the affected units take a -3 penalty only when attacking the caster. This requires rolling *AL + intimidate* against the targets' *AL + wisdom saving throw*. Non-supers can use their character level in place of AL.
- The **mediumship** power lets you communicate with spirits and denizens of the lower planes using ritual magic. You can't summon them or make them physically manifest.

- ***Shadow II (requires non-good alignment)***
  - Your melee attacks infused with negative energy and cold do *2d4 + cha* damage, and the cost is still 6 qp per attack action.
  - The **shadow ki beam** can now leech hp from its target (equal to the negative energy damage inflicted). The strength penalty increases to -4 and the proficiency bonus penalty increases to -2. Against undead, the strength bonus increases to +6 and extra healing becomes temporary hp (their total hp is limited to double their normal hp capacity).
  - You can use **shadow teleport** – it's the same as step except it costs +1 qp per 5 ft and you can teleport through things unless they are warded against magic. As with warp (see page 13), psychic perception is at -6 against this ability but sense magic works normally.
  - Shadow II gives you the ability to make spirits manifest as ghosts or shadows and to create undead by finding a corpse or making one for them.
    - Create Zombies, Skeletons, and other undead from corpses. Also can create Ghosts, Shadows, and other incorporeal undead. This requires 50 ME per level you want them to have. The limit to how many levels worth of undead servants you can control at once is your character level.
    - You can **rebuke undead** like a Sage, but instead of having it flee from you it temporarily becomes your ally unless already under the control of another mage.
  - ***Shadow II + Transmutation I*** gives you the **empty body** power which shifts your body partially into the shadow realm. This gives you partial concealment and semi-corporeality. All attacks against you have a 20% miss chance unless they are imbued with radiant damage. This power costs 29 qp and lasts for *2 + wis + cha* rounds with a 1d4 round cooldown. It is possible to dispel this buff. Shadows, ghosts, and other incorporeal undead as well as fighters using empty body can ignore the miss chance.
  - ***Shadow II + Transmutation II*** gives you an instant death power. At a distance this is a greenish purple ray of death with up to a 60 ft range (a ranged touch attack), or up close it is a touch attack. The opposed roll to survive is *AL + Arcana* vs *AL + 10 + constitution saving throw*, and it doesn't work if the target's AL is higher than yours. This can be used 1 + cha times per day (use base form cha).

- ***Shadow III (requires evil alignment)***
  - At this level of shadow ki channeling prowess, you **become undead**. Negative energy heals you and you are immune to necrotic damage. You don't age but are still subject to entropy – you might have to absorb Mortal Energy from mortals periodically to keep your body from withering and decaying. You are *technically* undead, but your body still appears to be alive and more or less functions normally.
  - Your melee attacks using shadow energy deal *2d6 + cha* damage. The cost is still cost 6 qp per attack action.
  - Your **shadow ki beam** attack can now give you temporary hp up to twice your hp capacity (lasts until the end of the encounter). The strength debuff increases to -6, and the proficiency bonus penalty increases to -3. As a buff for undead (not including yourself or other "undead" shadow mages), it now buffs strength by +8.
  - ***Cosmic III + Shadow I*** lets you summon demons; with Shadow III, you are much more likely to actually be able to control them. You can **rebuke demons** like a Sage, but instead of fleeing you they must serve you unless already under another mage's control (in which case you and the mage must make an opposed roll to see who gets control).
  - ***Shadow III + Transmutation I*** improves your **empty body** power. The miss chance increases to 40% and the duration increases to *4 + wis + cha* rounds with a 1d4 round cooldown. The qp cost is the same.
  - Shadow III grants **inspire dark affliction** and **bestow curse.** These are the same as the powers that the Shadow Vampire feat can grant to epic level Sages and (former) Healers. It's up to you and your GM what kinds of afflictions and curses the character can use. Afflictions include poisons, diseases, or energy sicknesses affecting the physical and subtle bodies, while curses are stronger and potentially can have more magical complexity than regular afflictions. The cost depends on the magnitude of the affliction or curse. An affliction can be used 1 + cha times per day (use base form cha). One example would be an affliction that temporarily reduces two attributes by 1d4+2 and costs 60 qp (roll *AL + Arcana* vs *AL + wisdom saving throw*). Other debuff penalties are possible. Afflictions last for *2d6 + cha* weeks. A curse can be used as a ritual spell; otherwise, it can be used once per day in combat. Curses are more powerful, possibly more complex, and they are permanent until you figure out how to remove them.
    - **Afflictions** can be removed if you have Divine II the same as you would remove a disease. The good aligned Sage god form also has the power to remove these just by using a single healing dice.
    - **Curses** require Divine III or Sage and possibly a quest or special relics to remove.

VII. FAERIE MAGIC SCHOOL

Faerie magic is tied to nature spirits and other beings who inhabit regions close to the astral plane. It is used by these beings to fulfill the purpose for which they were originally created, which is to watch over the animals, plants, fungi, and other living things that belong to the natural world. Mortals can also learn to harness this type of magic to gain powers that affect living things directly at the biological level as well as at the energetic, magical, or spiritual levels.

- ***Faerie I***
  - You can brew potions if you have the alchemy skill. This works the same as the ability that witches and channelers get at level 1 except that you can brew Very Hard DC potions (requires alchemy proficiency and 9 total *proficiency bonus + int*).

    - **Very Hard to Brew Potions:** These are potions that would actually be useful to supers, not just mortal Witches or Channelers. For instance, a potion that completely heals a non-super or heals 25% of a super's hp capacity during combat or that boosts an attribute by +4 for several minutes. Other effects could include completely healing the effects of a dark affliction or elemental poison, or giving the imbiber a moderate amount of ME. These potions are hard to make and might require some ME from the super; the ingredients are rare, somewhat expensive, or hard to find.
  - You can boost any one of your six attributes by +4. This costs 18 qp then lasts *3 + wis + cha* rounds with 1d4 round cooldown. You can only have one attribute buff active at once.
  - You can use **persuasion** or **deception** to make animals less hostile or willing to follow you. You get a +5 to your persuasion or deception attempts at this level. Handle animal can be used in place of persuasion or deception; otherwise it gives a +2 synergy bonus.
  - ***Faerie I + Enchantment*** can give you the power to make people or animals fall asleep. This is a power used outside of combat on non-hostile targets unless the targets are animals. At Faerie II, this also works against magical beasts. There is no opposed roll unless you intend to hurt the animal(s), in which case roll deception against their wisdom saving throw.
  - ***Faerie I + Earth magic*** is ultimate plant growth power. You can use this as ritual magic to grow interesting magical plants that might even have alchemical properties – or much larger versions of regular plants. In combat, you could use something like the entangle spell from D&D. All ground based units within the radius (using the elemental spell aoe) must make a DC 15 strength or dexterity saving throw or become unable to move. They can still attack, but their dexterity is reduced to 3 (-4 ac). At the start of each turn they can use an action to attempt the saving throw again to break free.
  - ***Faerie I + Divine I*** gives the ability to **neutralize natural toxins**. The cost is a DC 15 heal check (the heal DC could be higher or lower) and qp equal to the DC. Supernatural poisons such as from the **Poison Kinesis** technique still require Divine II to heal.
    - This combination also makes it easier to heal animals, plants, or fungi of diseases or from toxins. You can cultivate alchemical plants with "divine" properties.
  - At this level you can sometimes communicate with fae and nature spirits even if they don't reveal themselves to you – they will only communicate with you if they are willing. If you also have ***Arcana I*** you can use a form of divination involving nature spirits to exchange ME for clues and hints about your quest as long as it pertains to the natural world (or it is something they would otherwise have a reason to know about). These are ritual spells.

- ***Faerie II (requires intelligence or charisma 13)***
  - You can brew Epic DC potions (requires alchemy proficiency and 12 total *proficiency bonus + int*).
    - **Epic Tier Potions:** This includes potions that can heal any curse as long as it wasn't placed there by a deity, potions that can heal a super's hp capacity by 50% during combat, and potions that could boost two attributes by +4 for several minutes. A potion that gives you a large amount of ME would also fall under this category. The ingredients required are very rare, expensive, or hard to find. There might also be a large ME cost to make the potion.
  - You can have up to two attribute buffs active at once; the cost is still 18 qp per attribute.
  - When using **persuasion** or **deception** to make animals less hostile or willing to follow you, you get a +10 bonus to your persuasion or deception attempts. You can use this

power on magical beasts as well as regular animals.
- You can use sleep on magical beasts as well as regular animals. At this level you might be able to control the dreams of mortals that you use the sleep power on – this is still a power used outside combat.
- ***Faerie II + Earth magic:*** You can awaken trees and turn them into Treants or something similar from the Monster Manual if you want those in your adventure. Treants and awakened plants or fungi act to protect the forest, not necessarily to serve you.
- With ***Faerie II + Transmutation II*** you can learn a shape from an animal or other non-human creature (not including intelligent aliens or monsters) and transform into it later. You can't stay shifted for more than a day, or else it is possible to become stuck in that form. While shifted, you retain your DR, hp, and bonus melee damage but can't use other powers.
- ***Faerie II + Shadow II*** could turn someone into a **were-creature**; ***Divine III + Faerie I*** could heal them of lycanthropy. Either way this would be a ritual spell.
- At this level you can create a ***ball of lunar energy*** that makes werewolves and other were-creatures transform even if it is not the full moon. This is the power Vegeta used to transform into an Oozaru even though the moon had been destroyed. The cost is 45 qp; the duration is at least 1 hour.

- ***Faerie III (requires intelligence or charisma 15)***
  - You become a Fae and only age 1 year per decade (your physical appearance may be unchanged but it is possible you look or seem different somehow). You can use ritual magic to enter the realm of the Fae. The downside is that you no longer dream.
  - You can brew Divine DC potions (requires alchemy proficiency and 15 total *proficiency bonus + int*).
    - **God Tier Potions:** This includes potions that can heal any curse, can increase the imbiber's power level by giving them a ton of ME, can heal a super 100% even in the middle of combat, or could give the drinker regeneration powers for several minutes. Other effects include increasing multiple attributes by several points for at least several minutes, or giving a weaker bonus but for a much longer time. There are almost unlimited possibilities with this level of alchemy. The potion may require one or more extremely rare ingredients and/or it might cost a lot of ME to make.
  - At this level, you can polymorph into magical beasts, not just regular animals. If you were epic level and had Godzilla in your adventure, you might be able to copy his shape.
  - Your two active buffs increase to +6 and last for 2 additional rounds.
  - Faerie III grants the **regeneration power**. With this power you can regenerate 6 hp per round, but it costs 28 qp to initiate and then lasts for *5 + wis + cha* rounds with a 1d4 round cooldown. You can spend a full round action or two consecutive actions to fully regenerate a limb such as an arm, leg, or tail, but it costs 36 qp (or half that for part of a limb or other bits of missing flesh that would be too much to heal normally).

VIII. ENCHANTMENT MAGIC SCHOOL

The Enchantment school of magic works directly on the minds and hearts of other intelligent beings. It is usually used to control or manipulate them, but it has some benign uses as well. It is a very powerful type of magic, but mastering it requires a strong will as well as a lot of subtlety and natural empathic ability.

- ***Enchantment I (requires charisma 13)***
  - You can use **enchantment** to shift a target's disposition from hostile to indifferent or indifferent to friendly. If they are already friendly, you can make them become your follower. This is a persuasion or deception check opposed by the target's wisdom saving throw or sense motive check. You get +2 to your roll if you have Enchantment I, +4 if you have Enchantment II, or +6 if you have Enchantment III. If you win the opposed roll by 10 or more points, their disposition will move two levels toward friendly (or to follower). There is no significant qp cost to use enchantment, but after using this power the target's disposition is likely to shift one level from what it originally was towards hostile (from friendly to indifferent, from indifferent to hostile, or from hostile to hating you and wanting you dead). The duration is up to one hour as long as you are in their presence, but this effect wears off in 2d4+cha minutes if you move out of sight.
  - Two other uses of Enchantment I are **enrage** and **calm emotions**. Enrage costs 15 qp and can be used on yourself or an ally to automatically induce the Berserk I transformation. If your ally is not a super, they enter a normal rage state that gives +2 to attack and damage but -4 to ac for 3 + cha rounds. If you use it on a foe or non-ally, it can be used to make them attack you or someone nearby who they are already upset with. This requires an arcana roll opposed by their wisdom saving throw. You get a +2 bonus for each level of Enchantment you have.
  - Calm emotions costs 12 qp to cast. It is a powerful spell in this setting because it can prevent someone from using transformations based on strong emotions. To cancel Berserk or a mundane rage state you roll arcana opposed by their charisma saving throw, and you get a +2 bonus for each level of Enchantment you have. Berserk II users get a +2 bonus on their roll. Calm emotions can't be used to cancel Super Saiyan, but it can be used to prevent a character from transforming. This requires rolling Arcana against the target's wisdom saving throw. If you win, the calming effect lasts for *3 + cha* rounds. Calm emotions applies a -1 to combat proficiency bonus but +1 to ac.
  - ***Shadow I + Enchantment I*** can be used to create a spell effect like **doom** as well. This costs 13 qp and it requires an intimidate roll opposed by the target's wisdom saving throw. As with the other spell effects, you get a +2 bonus for each level of Enchantment you have. If you succeed, the target takes a -1 morale penalty to proficiency bonus and ac. At Shadow II, this increases to a -2 penalty; at Shadow III it increases to a -3 penalty. Doom lasts for *3 + cha* rounds.

- ***Enchantment II (requires wisdom 13)***
  - Enchantment II improves the effectiveness of enchantment, enrage, calm emotion, and a few other spells. In addition to the +2 bonus to your roll to induce these spell effects, the enrage spell can induce Berserk II or a more powerful version of the normal rage state (+3 attack and damage and still -4 ac).
  - ***Enchantment II + Shadow I*** lets you use a **fear** effect. This costs 26 qp and requires an opposed intimidate vs wisdom saving throw roll. Fear lasts for *4 + cha* rounds and forces the target to flee the target and cower.
    - Enchantment II gives a +2 bonus to the caster's intimidate roll, and Enchantment III gives them an additional +2.
    - Shadow II increases the fear effect's duration by 1 round, and Shadow III increases it by another round.
    - If the target is a Sage or Healer or if they have Divine I they get +2 to their wisdom saving throw.
  - ***Enchantment II + Divine I*** gives the **inspire courage** buff which costs 28 qp and lasts

for *3 + wis + cha* rounds. This spell can be used to inspire the caster and give them an aura that make allies immune to natural or supernaturally induced fear effects. It also gives +1 to combat proficiency bonus, or +2 if you have Divine II, or +3 if you have Divine III.

- ***Enchantment II + Illusion*** lets the caster make illusions that only the target can see, hear, and/or smell. Otherwise, these work like regular free-form illusions. The Illusion spell school feat descriptions explain how those work.
- Enchantment II gives you the **paralyze** power. This version of paralyze affects the nervous system – it is different from freeze (the ki version) or hold person (the magic version of freeze). You must succeed on a touch attack against your foe – then roll *AL + Arcana* vs *5 + AL + constitution saving throw*. If you win, your target is paralyzed and helpless. The duration is 1 round for supers, or 1d4+1 rounds for non-supers. Supers still have DR from hardened body and can still use super qi to absorb damage from attacks; if they were in the air when affected by this power, they may continue to hover but can't fly away until the next round. Each attempt to paralyze your opponent costs 36 qp.

- ***Enchantment III (requires wisdom or charisma 15)***
  - Enchantment III gives you a more powerful version of the **dominate power** than what Witches or Channelers get – the dominated person or creature must follow your every instruction, spoken or telepathic. However, this only works on targets whose character level is not higher than yours. You must spend *45 qp + 1 qp per total adjusted level* of your target. To determine if you succeed, you make an opposed roll: *adjusted level + persuasion or deception* opposed by *adjusted level + wisdom saving throw*. If they are already hostile to you they get a +5 to their roll; if they are friendly, you get a +5 to your roll. However, their disposition is likely to shift toward hostile (from friendly to neutral, or neutral to hostile) after the dominate effect wears off. Lasts for *5 + wis + cha* rounds. Every time the effect ends you can make it continue with a bonus action and another 30 qp, but the dominated person or creature gets another opposed roll to escape your control.
  - **Enrage**, **calm emotions**, **doom**, **fear**, **inspire courage**, and **paralyze** all improve.
    - **Enrage** now gives up to +4 attack and damage but -6 ac.
    - **Calm emotions** lasts for 5 + cha rounds and the caster gets a +2 bonus to their Arcana opposed roll.
    - You get a +2 bonus to your indimidate roll for **doom**.
    - +2 bonus to the caster's intimidate roll for **fear**.
    - **Inspire courage** lasts for *5 + wis + cha* rounds.
    - Get +5 to your arcana roll for **paralyze** and it lasts for an additional round.
  - ***Enchantment III + Shadow II*** would be something like "Bobbity's magic" – but this isn't available to Arcane Mystics. Bobbity was an epic level wizard with special gifts who had made many infernal pacts to get access to that level of power.

IX. ILLUSION MAGIC SCHOOL

Illusion magic gives skilled users the ability to create convincing illusions. These may be made of real light and sound, though they lack physical substance unless Evocation magic is also used. Illusion can be especially effective against opponents who don't have a way of telling the caster's llusions from reality. Some powers useful to supers include making illusory copies of themselves while fighting, disguising themselves or others to look like someone else while

adventuring, making themselves partially or fully invisible, or tricking their opponents in order to gain advantage during combat.

- ***Illusion I***
  - You can use this power to make illusory doubles (1 + int at once) that have your subconscious mind imprinted on them so they are capable of acting with some intelligence on their own – they fight and move the same way you do. However, they are insubstantial and can't harm their opponent. Your foe must use sense motive or a wisdom saving throw opposed by your arcana roll to try and tell the real you from the illusory doubles. You get a +5 to this roll, +1 for each active double. The cost is 10 qp per double and they last for *3 + wis + cha* rounds or until your foe successfully hits them with an attack that deals at least 10 points of damage. If your foe attacks a double, you get an opportunity attack against them with advantage. You have to use deception after this (which illusion can help with) to confuse your opponent again and make them unsure which you is the real you.
    - The arcana skill makes it easier to tell illusions from reality.
    - ***Illusion I + Evocation I:*** Your doubles are solid, but the cost is 15 qp per double. They do 1d6 + AL melee damage, have AL hardened body DR, and 2 * AL hit points. Otherwise they are identical except they can't use spells (but might appear to). They can use ki blasts, but the ki blasts only use a single damage dice (x1.5 for Mystics). This is not quite as powerful as multiform, but there is no risk of losing ME points if one of your doubles is destroyed. You can't tell an illusion is fake until it is destroyed.
  - Illusion magic gives you the power to **disguise yourself or a party member**. Disguise works on the appearance and voice only. Pretending to be someone or something else is an arcana roll opposed by onlookers' perception checks. You get a +2 synergy if you have deception proficiency. If you have evidence to back up your disguise, you could get a bonus to your roll (up to +10). Onlookers get a +5 against this if they are familiar with whoever or whatever you are disguising yourself as, or up to +10 if they are close friends or family members. This is a ritual spell that lasts until the end of the day.
    - ***Enchantment I*** synergy gives +5 to your roll if you successfully use the enchantment power on your target(s)/onlookers.
  - **Freeform illusions** have three main components: *size, complexity,* and *accuracy/ believability*. Your arcana check determines how well you are able to do at each of these. Illusion I gives you a +2 to your arcana checks to make a freeform illusion, and deception proficiency grants a +2 synergy bonus. Your target must roll perception or arcana to see through an illusion; sense motive proficiency gives them a +2 synergy bonus to their roll. Using perception against illusion is inherently at a disadvantage and takes a -5 penalty. The Arcana school makes it easier to see through illusions (see page 17). Using a freeform illusion may be difficult in combat, so usually it is a ritual spell. The qp cost is based on the size and scope of the illusion.
  - ***Illusion I + Enchantment I*** could give you powers like fascination or color spray from D&D.
    - **Dazzle** your opponent with bright flashing lights: they take a -1 to attack and perception checks per level of Illusion magic you have. Avoiding this is a DC 15 dexterity saving throw to shield your vision; otherwise it is a wisdom saving throw opposed by the caster's arcana roll. The duration is 1d4 rounds. After being affected by this once in an encounter, you get a +5 to future dexterity saves.
    - **Fascinate** your target(s) with some kind of captivating illusion. They become

distracted and can't look away if they fail a DC 15 wisdom saving throw. This lasts for 2d4 rounds; it is possible for the target to become fascinated again afterward, but they get a +2 to their saving throw.
    - **Stun** your target with a bright light show. Avoiding this is a DC 15 dexterity saving throw to shield your vision; otherwise it is a wisdom saving throw opposed by the caster's arcana roll. This lasts for 1 round. After being affected by this once in an encounter, you get a +5 to future dexterity saves to shield your vision.
  - Illusion I can grant **concealment** but without making yourself semi-incorporeal like the empty body power. Opponents have a 10% miss chance when attacking you. The cost is 22 qp and the duration is *1 + wis + cha* rounds with a 1d4 round cooldown.
    - You can use illusion to give yourself a +5 bonus on hide checks.
  - You can use illusions to help you feint (with a ki blast or otherwise), gaining big bonuses on your deception check (see **cunning warrior** on page 2). It costs 15 qp for a +5 bonus to deception; this isn't very effective unless you can imagine new ways to trick your foe.

- ***Illusion II (requires intelligence 13)***
  - You can have more illusory doubles at once (2 + int) and the duration is increased to *5 + wis + cha* rounds.
  - You get a +2 bonus to arcana and deception rolls when using the **disguise** power.
  - You get a +2 bonus to your arcana roll when creating freeform illusions.
  - Your concealment power increases to give you a 15% miss chance and it has a *3 + wis + cha* duration, but is otherwise the same.
    - You can use illusion to give yourself a +10 bonus on hide checks.
  - When using **cunning warrior**, you can spend 20 qp for a +10 bonus to deception.

- ***Illusion III (requires intelligence 15)***
  - You can have more illusory doubles at once (3 + int) and the duration is increased to *7 + wis + cha* rounds.
  - You get a +3 bonus to arcana and deception rolls when using the **disguise** power (total +5 bonus).
  - You get a +2 bonus to your arcana roll when creating freeform illusions.
  - You get the power of **invisibility**. This costs 30 qp and lasts for *5 + wis + cha* rounds. Your ki and magical auras may still be still detectable; also, this power can be dispelled like other buffs. If forced to use psychic perception to fight against an invisible opponent, a character takes a -4 penalty to combat proficiency bonus and ac.
  - ***Illusion III + Transmutation III*** lets you make your illusions temporarily real. This costs 10X the qp as it would cost to make the illusion version of the thing you are attempting to manifest. It lasts for *3 + wis + cha* rounds is only useable once per day. You could use this to make Goku real for a few rounds to assist you in combat, but his AL couldn't be higher than your own.
  - ***Illusion III + Arcana I*** lets you deceive detect or identify magic, psychic perception, or even divination and attempts to scry. Roll deception vs arcana or wisdom saving throw.
  - You can spend 30 qp for a +15 bonus to deception when using **cunning warrior**.

Elemental Magic and Other Magic Techniques: The four main elemental magic proficiencies plus a few related elemental magic techniques are described in the main manual, and you can select any one of them as a magic school feat. If a magic technique listed in this manual can be selected as a "magic school feat", its description will say so.

4. Additional Ki and Magic Related Techniques

The following feats and abilities are not in the main manual because they either are arcana related, epic level, or they just wouldn't fit without messing up the formatting. These feats and magic school abilities are not a complete list – you are encouraged to make up your own using the ones given as templates.

- ***Proficient Ultra Instinct:*** Requires Z Fighter and level 27.
  - Additional +2 combat proficiency bonus, ac, and qp regeneration while using the UI god form. +1 additional use per week of god ki.

- ***Mastered Ultra Instinct:*** Requires Z Fighter, Proficient UI, and level 29.
  - Additional +2 combat proficiency bonus, ac, and qp regeneration while using the UI god form. +1 additional use per week of god ki.

- ***Hakai:*** This feat is for mortals, not Destroyer gods. Hakai requires Ultra Ego (the neutral version of God Form that Z Fighters get) and level 27.
  - You have learned to use energy of destruction as a technique. You can use this for energy blasts but not for a Hakai aura unless you actually become a Destroyer god. As an energy attack, Hakai can annihilate (disintegrate and utterly destroy) objects, living beings, and even spirits or souls. Hakai as a ki blast is usually concentrated into an orb but could be used as a blast. It costs 10 qp per dice and uses the 20 sided dice. If it does enough damage to destroy its target, the target is completely annihilated (even their subtle bodies in the case of living beings). In addition, it ignores all damage resistance (DR) and costs 5 qp per point of damage to resist with super qi.
  - If you are damaged by Hakai energy, you begin to disintegrate and you take 5% of your max hp points worth of damage per round. You can stop this effect with divine ki that is pure enough (for instance, transforming into the good alignment god form or receiving healing from a powerful angel), by nullifying the source of the Hakai effect (defeating your opponent or knocking them out of destroyer mode), or by removing the part of you that is disintegrating. If a character is very strong (epic level), each round they can reduce the damage by 1% of max hp per 8 qp they spend (down to a minimum of 1%, which costs 36 qp each round).
  - Hakai can be used up to 1 + con times per encounter (use base form con). Taking this feat gives you +1 uses of god ki per week.

- ***Demigod of Destruction:*** This feat requires Ultra Ego and Hakai and level 29.
  - This feat gives +1 uses of god ki per week and +2 uses of Hakai per encounter. The user is still mortal and doesn't get the Hakai aura because they are not considered a true Destroyer god.

- ***Shadow Vampire:*** Only for Sages and Healers who have achieved the evil god form and become "demons".
  - Heal is replaced by drain life force (vampiric regeneration). This power requires a successful touch attack each round. The attacker and defender make opposed charisma checks, and if the defender wins they get an opportunity attack which can disrupt the attempt to drain their energy if they hit and do damage. You can only use 1 dice per round to drain life force, and you add cha instead of wis. You lose the dice if you are

interrupted.
  - Cure poison and disease and replaced by "inspire dark affliction", and "remove curse" is replaced by "bestow curse". Up to you and your GM what kinds of afflictions and curses the character can use. Afflictions include poisons, diseases, or energy sicknesses affecting the physical and subtle bodies, while curses are stronger and potentially can have more magical complexity than regular afflictions. Optionally, instead of rebuking undead, you can control them. If you choose this route your drain life force ability can heal undead, and inspire dark affliction can be used to buff them. You can take these shadow/vampire/necromancer themed powers as far as you want. Your GM must make sure the effect magnitudes and qp costs are reasonable. You can look at the powers from the Shadow magic school to get an idea of how to do that.

- ***Evil Containment Wave:*** This technique requires the super to be at least level 5 (Advanced Qi Cultivation users like Roshi can be any level, but this power still costs an upgrade slot).
  - **Evil containment wave** is a power that requires preparation before it can be used in combat. It takes 1d4 hours to prepare the container to be used to imprison the villain. The "villain" is any evil aligned being, as long as their AL is not more than twice your own. Also, this does not work on angels or gods.
  - In combat, you use evil containment wave like a regular spell – it costs a full round action or two consecutive actions. You must roll a ranged touch attack to which you can add your wisdom modifier (use base form wis); your target can make a wisdom saving throw. If you win a deception roll opposed by your target's sense motive roll, you can get advantage on your ranged touch attack. If you lose, your opponent gets an attack of opportunity against you *or* your container if they know what's going on.
    - If you succeed on your ranged touch attack, it requires a few seconds to put the villain in the container, so you provoke opportunity attacks from nearby foes. If you take damage and fail a concentration check, the spell fails. If your character is not epic level, using this power costs them their life, even if they are interrupted before imprisoning their target. Otherwise, it can be used 1 + con times per week.

- ***Shapeshifter:*** Oolong and Puar can shapeshift freely because they are supernatural beings – they are creatures that can only exist in a world of magic and they don't have normal physical bodies. The shapes they shift into have physical substance, but they don't actually *become* the thing they shapeshift into. Stealing a person's shape to shift into it (as opposed to an animal's shape) is something a monster, evil alien, or demon might be able to do. It is not a power that non-evil beings would typically have or use (but the **disguise power** from the Illusion school is not necessary evil).

- ***Tri-beam cannon:*** The tri-beam cannon has more power than regular ki blast techniques but it costs the user some of their life force. It requires at least level 5.
  - This technique requires a full round action or two consecutive actions.
  - Each dice does d20 damage, and it costs the user 10 hp per dice as well as 4 qp per dice. Dodging this requires a making a DC *10 + (number of dice used) + wis + cha dexterity saving throw.* If you have step, you can use it to add +5 to your saving throw.
  - Add wis + cha after rolling damage. Z Fighters then multiply by 2, or Mystics by 1.5.
  - The range limit is 100 ft, and the aoe is by default a 4x4 20 ft square area. For each additional 1x1 (i.e. 5x5, 6x6, and so on), it costs an additional 5 hp and 2 qp per dice, and the dexterity saving throw DC is increased by 5.
  - The tri-beam cannon is only useable 1 + con times per encounter.

- ***Undeath:*** This is a feat for non-good Witches or Channelers that requires level 11.
  - Your character becomes undead (like a master shadow mage). They don't age but are still subject to entropy so may need to absorb ME periodically. Your maximum level increases to 20.

- ***Agelessness:*** This is another feat for Witches and Channelers. It requires level 9.
  - Your character becomes a Fae (like a super who has mastered Faerie magic). They still age but only at a rate of 1 year per decade. Your maximum level increases to 20. You can use ritual magic to enter the realm of the Fae, and you no longer dream.

- ***Improved Homing Attack:*** Arcane Mystics get this ability automatically at first level. Other supers who want to use this technique require an intelligence of at least 13 and proficiency in the arcana skill (which requires the ability to channel magic as well as ki).
  - You can spend +1 qp per dice to add your intelligence modifier (int) to attack rolls with ki blasts, elemental attacks, and magical or telekinetic projectiles. This is similar to **Homing Ki Blast** from page 50 of the main manual; you can learn that technique separately, but you can't add both your int and wis+cha to an attack with a ki blast. You can use improved homing attack to feint with a ki blast and get a bonus to attack using your deception skill (see **cunning warrior** on page 2).

- ***Split ki blast:*** After or while launching an orb shaped ki blast, you can split it into multiple weaker blasts that can target the same foe or multiple foes. These projectiles can benefit from **improved homing atack** or **homing ki blast** if you use one of them on the main blast.
  - Your base ki dice before any bonus dice you get from transformations determine how many blasts you can split from the main one. For instance, if your maximum ki dice is 8d6 and you use an action to charge a blast with 8 ki dice, then you can split that blast into up to 8 individual weaker blasts that can target separate foes. Each blast takes a penalty to attack equal to *-1 * (total number of ki blasts)*.
  - If using **deception** with **split ki blast** to split a blast at the last second (see **cunning warrior** on page 2), you get a +5 to your deception check.
  - **Super ki blast volley** is stronger than this ability but can't be used to attack multiple foes that are very far apart.

- ***Multi-ki blast:*** This feat requires **improved homing attack** or **homing ki blast**.
  - You can control up to 3 + int ki blasts at once and use your power to make them home in on your foe(s). The multi-ki blast technique is usually used with orbs or disks. You can summon all 3 + int ki blasts using one full round action or two consecutive actions, but each blast is limited to half your maximum ki dice. The ki blasts can orbit you or float nearby. You can attack with one or more of these ki blasts as part of the full round action or two consecutive actions, or you can wait to use them. They get advantage if used as a reaction for an opportunity attack; if you attack with one or more blasts using a single action, the number of projectiles you attack with at once applies a *-1 * (number of blasts)* penalty to each attack unless all the blasts target a single foe.
  - Normally, **improved homing attack** *must* be used with multi-ki blast in order to control the individual blasts, so each ki blast costs an extra 1 qp per dice. However, for supers who aren't Arcane Mystics, it is also possible to use multi-ki blast with the **homing ki blast** technique if the user doesn't have improved homing attack.
  - **Multi-ki blast** is particularly useful when fighting against multiple foes, but can be used effectively against a single opponent as well.